

**AMENDMENTS TO THE CLAIMS**

Please amend the claims as follows:

1. (Cancelled)
2. (Cancelled)
3. (Cancelled)
4. (Cancelled)
5. (Cancelled)
6. (Cancelled)
7. (Cancelled)
8. (Cancelled)
9. (Cancelled)
10. (Cancelled)
11. (Cancelled)
12. (Cancelled)

13. (Currently Amended) A method for updating a presence attribute data in a client terminal, having a messenger service, comprising the steps of:

reading a session IDentification (ID), which is an ID of a previous session between the client terminal and a server;

reading a client ID for a particular client terminal;

reading a transaction ID, which designates between the client terminal and the server before a termination of a previous connection;

generating a synchronization key having at least one of the session ID, the client ID, and the transaction ID, the synchronization key for requesting, from the server, only presence attribute data updated after a termination of the previous connection; and

transmitting the generated synchronization key to the server.

14. (Previously Presented) The method as claimed in claim 13, wherein the

transaction ID is generated according to a last response of the server for a request of a client terminal.

15. (Previously Presented) The method as claimed in claim 13, wherein the presence attribute data includes at least one of a list of friends, statuses of the friends, addresses of the friends and contact information of the friends, and

wherein the presence attribute data is stored in the client terminal for a messenger service.

16. (Cancelled)

17. (Previously Presented) The method as claimed in claim 13, further comprising whenever a session between the server and the client terminal is established, updating the presence attribute data, the session ID, the client ID, and the transaction ID.

18. (Currently Amended) A method for sending a presence attribute data for providing a messenger service in a server, comprising the steps of:

receiving a presence attribute data synchronization request from a client terminal, the presence synchronization request having at least one of a previous session Identification (ID), a client ID, and a transaction ID;

identifying the received presence attribute data synchronization request;

identifying a session Identification (ID) from whether the client terminal was previously connected to the server to perform the messenger service according to the received presence attribute data synchronization request;

if the session ID client terminal is a previous session ID client terminal used for a previous connection, checking presence attribute data updated after the previous session ID according to the client ID and the transaction ID; and

transmitting the updated presence attribute data to the client terminal.

19. (Currently Amended) The method as claimed in claim 18, further comprising identifying ~~[[a]]~~the client ID from the received presence ~~attribute data~~synchronization request, wherein the client ID is a unique ID of the client terminal.

20. (Currently Amended) The method as claimed in claim 18, further comprising identifying ~~[[a]]~~the transaction ID from the received presence ~~attribute data~~synchronization request, wherein the transaction ID is designated between the client terminal and the server before a termination of the previous connection.

21. (Currently Amended) The method as claimed in claim 18, wherein transmitting the updated presence attribute data to the client terminal includes:

identifying the at least one of the previous session ID, the client ID, and the transaction ID from the received presence attribute data request; and

transmitting the updated presence attribute data to the client terminal corresponding to the identified at least one of the previous session ID, the client ID and the transaction ID, using at least one of the session ID, the client ID, and the transaction ID, wherein the updated presence attribute data is transmitted to the client terminal after a termination of the previous connection.

22. (Currently Amended) A client terminal for updating presence attribute data for a messenger service, the client terminal comprising:

a processor for reading a previous session IDentification (ID) between the client terminal and a server before a reconnection to the server, reading a client ID, which is a particular ID of the client terminal, reading a transaction ID which designates between the client terminal and the server before a termination of a previous connection, and generating a synchronization key by using at least one of the previous session ID, the client ID and the transaction ID, the synchronization key for requesting, from the server,

only presence attribute data updated after a termination of the previous connection; and  
a transmitter for transmitting the generated synchronization key to the server.

23. (Previously Presented) The client terminal as claimed in claim 22, wherein the transaction ID is generated according to a last response, of the server, to a request of a client terminal.

24. (Previously Presented) The client terminal as claimed in claim 22, further comprising a memory for storing presence attribute data having a list of friends, statuses of the friends, addresses of the friends, and contact information of the friends for operating a messenger service.

25. (Currently Amended) The client terminal as claimed in claim 24, wherein the memory stores the previous session ID, the client ID, and the transaction ID.

26. (Previously Presented) The client terminal as claimed in claim 22, wherein whenever a session between the server and the client terminal is established, the processor updates the presence attribute data, the session ID, the client ID, and the transaction ID.

27. (Currently Amended) A server for transmitting presence attribute data for messenger service to a client terminal, the server comprising:

a receiver for receiving a presence ~~attribute data~~synchronization request from a client terminal, the presence synchronization request having at least one of a previous session IDentification (ID), a client ID, and a transaction ID;

a processor for identifying the received presence ~~attribute data~~synchronization request, identifying a session IDentification (ID) from whether the client terminal was previously connected to the server to perform the messenger service based on the received

presence attribute data ~~as~~ synchronization request, ~~determining whether~~ and, if the session ID ~~client terminal~~ is a previous session ID ~~client terminal~~ used for a previous connection, checking presence attribute data updated after the previous connection according to the at least one of the session ID, the client ID, and the transaction ID; and

a transmitter for transmitting the updated presence attribute data to the client terminal.

28. (Currently Amended) The server as claimed in claim 27, wherein the server identifies ~~[[a]]the~~ the client ID from the received presence attribute data ~~as~~ synchronization request, the client ID being a unique ID of the client terminal.

29. (Currently Amended) The server as claimed in claim 27, wherein the server identifies ~~[[a]]the~~ the transaction ID from the received presence attribute data ~~as~~ synchronization request, the transaction ID being designated between the client terminal and the server before a termination of the previous connection.

30. (Currently Amended) The server as claimed in claim 27, wherein the processor identifies the at least one of the previous session ID, [[a]]the client ID, and [[a]]the transaction ID from the received presence attribute data ~~as~~ synchronization request, and

wherein the transmitter transmits the updated presence attribute data to the client terminal corresponding to the at least one of the identified previous session ID, client ID, and transaction ID, the updated presence attribute data being transmitted to the client terminal after a termination of the previous connection.

31. (New) The method as claimed in claim 13, further comprising step of receiving the attribute data updated after a previous connection between the client

terminal and the server if the transmitted synchronization key is the same as a previous synchronization key stored in the server.

32. (New) The method as claimed in claim 13, wherein, in receiving the updated presence attribute data from the server, the client terminal does not receive presence attribute data that has not been updated after the previous connection between the client terminal and the server.

33. (New) The method as claimed in claim 18, wherein the previous session ID is an ID of a previous session between the client terminal and the server.

34. (New) The method as claimed in claim 18, wherein the transaction ID is an ID which designates the server's response to the client terminal's request, or the client terminal's response to the server's request between the client terminal and the server before a termination of a previous connection.

35. (New) The client terminal as claimed in claim 22, wherein the transmitter receives, from the server, presence attribute data updated after a previous connection between the client terminal and the server, if the transmitted synchronization key is the same as a previous synchronization key stored in the server

36. (New) The client terminal as claimed in claim 22, wherein, in receiving the updated presence attribute data from the server, the client terminal does not receive presence attribute data that has not been updated after the previous connection between the client terminal and the server.

37. (New) The server as claimed in claim 27, wherein the previous session ID is an ID of a previous session between the client terminal and the server.

38. (New) The server as claimed in claim 27, wherein the transaction ID is an ID which designates the server's response to the client terminal's request, or the client terminal's response to the server's request between the client terminal and the server before a termination of a previous connection.

39. (New) A method for updating a presence attribute data in a client terminal, having a messenger service, comprising the steps of:

reading a client ID for a particular client terminal;

generating a synchronization key for requesting, from a server, only presence attribute data updated after a previous connection between the client terminal and the server, the synchronization key having the client ID; and

transmitting the generated synchronization key to the server.

40. (New) A method for sending a presence attribute data for providing a messenger service in a server, comprising the steps of:

receiving a synchronization key for requesting a presence attribute data updated in the server from a client terminal;

identifying a particular client IDentification (ID) from the received synchronization key;

reading a previous session ID, which is an ID of a previous session between the client terminal and a server, and a transaction ID, which designates between the client terminal and the server before a termination of the previous connection, corresponding to the particular client ID, if the particular client ID is a previous client ID used for a previous connection;

checking presence attribute data updated after the previous session based on the previous session ID and the transaction ID; and

transmitting the updated presence attribute data to the client terminal.